

CLAIMS:

1. A computer system for designing on a unified concept an entire area of a subway station, including passages extending from a subway entrance connecting ground-level public streets to station platforms, said computer graphics system comprising the steps of:

designing an entire station, including walls, floors and ceilings of a passage, floors, valleys between escalators, walls, steps and ceilings of an escalator, walls of a platform, tunnels (portions extending about 100 meters into a tunnel from an end of a platform), pillars, floors and the like on a unified concept using computer graphics;

registering various created designs in a database as components; and

pasting said components together on a specified location as needed in order to design an entire area of a subway station.

2. A computer graphics system for designing an entire area of a subway station according to claim 1, wherein subway premises are divided into blocks of certain sizes for design purposes; and components that are design data including designs to be drawn on a wall of a certain area and the like, corresponding to said blocks, are printed on wrapping sheets with adhesives applied to back surfaces thereof for mounting on walls and floors of an area in any combination thereof; thereby incorporating a means to improve efficiency in transportation and installation work.

3. A design method in the computer graphics system according to claim 1, wherein background and foreground are separately designed; making a contract exclusively with a single advertiser (sponsor) for the entire area of a subway station; advertiser's merchandise are designed into components of the foreground; and the components, which are the foregrounds, are laid out on the background in a storytelling continuity, starting at an entrance and ending at station platforms, in accordance with a flow of passengers.

4. A computer graphics system for designing an entire area of a subway station according to claim 1, wherein in an event of a change in advertisers or of an advertised content, redesign is achieved efficiently by means of replacing advertising designs, which are said components, while leaving the background as is.

5. A method of decoration in the design method according to claim 3, wherein wrapping sheets with a strong adhesive are used for the background that remains the same for a long period of time; wrapping sheets with a removable adhesive are used for the foreground that has

a high probability for replacement; and only foreground wrapping sheets are replaced upon a change in advertising content; thus ensuring a flexibility of construction work.

6. A method of designing advertisement in the computer graphics system according to claim 4, wherein advertisements, which use light-storing pigments, are posted on walls along an escalator, a space between the wall and a handrail belt of the escalator, a space between escalators, steps at entrance and exit of the escalator, and other areas around the escalator, thus simultaneously having an advertising effect and a traffic-guidance effect of a guide sign during normal times and during periods of power outage.

7. A method of designing advertisement in the computer graphics system according to claim 4, wherein advertisements, which are printed or painted in light-storing pigments, are posted in an area extending about 100 meters into a tunnel from an entrance thereof at an end of a platform or in a block within a tunnel, thus causing the advertisements to stand out in a dark through luminescence of said light-storing pigments.

8. A method of designing advertisement in the computer graphics system according to claim 4, wherein a gutter is installed on an underground wall in order to prevent soiling thereof by water leakage; and an entire area, including the gutter is designed as one picture in such a way that the gutter becomes inconspicuous.